

GFXLight

- + target
- + vect
- + options
- + diffuse
- + specular
- + ambient
- + attenuate
- + direction
- + exp
- + cutoff
- + size

- + GFXLight()
- + GFXLight()
- + SetPropertyes()
- + GetPropertyes()
- + setSize()
- + getSize()
- + getPosition()
- + disable()
- + enable()
- + attenuated()
- + apply_attenuate()